SAKE

Name	Date of Birth	Place of Birth	Nationality
Body of Geulades			

	Permanent	At Moment
Body	+3	
Speed	+2	
Precision	0	
Soul	+1	
Intellect	0	
Instinct	+2	

Corresponding Attribute + Skill Ranks = Skill Level (+ Other Bonuses/Penalties)

	Attribute	Rank	Level
Athletics (Body) (− Armour Penalty)	3	3	+6-1* = +5
Axes and Maces (Speed)	2	1	+3
Spears (Speed)	2	4	+6
Swords (Speed)	2	1	+3
Stealth Skills (Prec) (− Armour Penalty)			
Riding (Prec)	0	1	+1
Bows (Prec)			
Crossbows and Firearms (Prec)			
Civilian Weapons (Prec)			
Mechanics (Prec)			
Metal, Stone and Woodwork (Prec)			
Textile and Leatherwork (Prec)			

Corresponding Attribute + Skill Ranks = Skill Level (+ Other Bonuses/Penalties)

	Attribute	Rank	Level
Medicine (Anatomy + Herbalism)/2 (Int)			
Anatomy (Int)			
Herbalism (Int)			
Agriculture (Int)			
History and Linguistics (Int)			
Geography and Navigation (Int)			
Law and Society (Int)			
Mathematics and Economy (Int)			
Metaphysics and Otherworld (Int)			
Physics and Ballistics (Int)			
Tactics (Int)	0	4	+4
Theology (Int)	0	1	+1

Corresponding Attribute + Skill Ranks = Skill Level (+ Other Bonuses/Penalties)

	Attribute	Rank	Level
Perception (Instinct)	2	1	+3
Social Skills (Instinct) (+ Lifestyle)	2	1	+3
Wilderness Skills (Instinct)			
Art (Instinct)			
Music (Instinct)			
Channelling (Instinct)	2	4	+6

HP

Current HP: 18

10 + 3.. + 5.. = 18..
(10 + Body + purchased HP (2 EXP for 1 HP))

Reflexes

+1

2.. + ... − 1.* = 1..
(Speed + purchased Reflexes (5 EXP for 1 Reflexes) - Armour Penalty)

Parrying

+5

1.. + 1.. + 3.. = 5..
(Reflexes + purchased Parrying (3 EXP for 1 Parrying) + Shield)

Movement Speed

34

34 − -.* + ... = 34
(Base Movement Speed - Armour (-4 m for Medium, -8 m for Heavy) + purchased Movement Speed (4 EXP for 2 meters))

Armour (Armour Type)
Chainmail
Bronze Round Shield
Armour Penalty: -2.

DR

5

SHP

Current SHP: 11

10 + 1.. + ... = 11..
(10 + Soul + purchased SHP (2 EXP for 1 SHP))

Willpower

+1

1.. + ... = 1..
(Soul + purchased Willpower (5 EXP for 1 Willpower))

Spell Resistance

+1

1.. + ... + ... = 1..
(Willpower + purchased Spell Resistance (3 EXP for 1 SP) + Amulet)

Spellpoints

4

1.. + 3.. = 4..
(Willpower + Spellpoints from Spells)

Current Spellpoints

Magical DR

Full Attack

Nr. of Attacks

☐ Rapid Attack (One Weapon): 1
☐ Dual Wielding

Wounded
(50% of HP, -2 to all rolls that require physical activity)

Severely Wounded
(25% of HP, -4 to all rolls that require physical activity)

Fatigued
(-4 to all rolls)

Bone Fractures
(Effects of bone fractures and time until recovery):

Experience used to build Character: 100

Unused EXP

Weapons and Special Attacks	Attack Bonus	Number of Attacks	Damage	Piercing	Range or Reach	Special Properties and/or Ammunition
Silver Military Fork	+6	1	2d4+3	-	Range: 10	Hand-and-a-Half Weapon. +2 to Disarm Manoeuvre. Additionally, Disarm Manoeuvre performed with this weapon cause Damage.
Infantry Pike	+6	1	1d12+3	-	Reach: 6	Two-Handed Weapon, Reach weapon, Armour-Bypassing Weapon. Breaks upon breaking cavalry charge when Damage exceeds 30.
6 Javelins	+6	1	1d6+3	-	Range: 30	Unsuitable for hand-to-hand combat.
Kodachi (short sword)	+3	1	1d6+3	-	-	Armour-Bypassing Weapon, Sneak Attack Weapon

Passport of the Asteanic Empire

....
(Given name) (Surname)

.....
(Gender)

.....
(Date of Birth)

.....
(Place of Birth)

.....
(Nationality)

....
(Height) (Weight) (Eye colour)

.....
.....
.....
(Special features)

Holder of this document belongs to castes:
Priest (Novice in Monastic Order)
.....

Is bloodline/ citizen/ retainer of house:
.....,

Belongs to clan:
.....,

Bears honours, titles and offices of:
.....
.....,

Is vassal/ client/ samurai/ retainer of:
.....
(Specific person)

Holder of this document is a member of temple/ syndicate/ order or other organization:
Order of the Bodies of Geulades
.....,

Bears honours, titles and offices of:
Third Body (Novice)
.....
.....

and answers to:
.....
(Specific person)

Taking into account the aforementioned, the holder of this document has been granted following privileges:

- ☑ Freedom of movement
- ☑ Right to own land
- ☐ Right to bear Civilian Weapons
- ☐ Right to trade in specified goods (.....)
- ☐ Right to produce specified goods (.....)
- ☑ Right to bear all arms
- ☐ Right to practice magic
- ☐ Samurai stipend, 10 GD per month
- ☐ Right to own and tax tenant villages
- ☐ Right to retain samurai
- ☐ Right to own a manufacture
- ☐ Right to engage in large-scale trade with all goods and to act as a corsair against enemy ships.
- ☐ Right to gather taxes in specified area (.....)
- ☐ Freedom from tolls in specified area (.....)
- ☑ Freedom from taxes
- ☑ Sanctity (Crimes against holder of this document are considered most severe.)

Taking into account the aforementioned, the holder of this document has following obligations toward state/ house/ clan/ syndicate or person (.....):

- ☐ Tenant's tax and Corvée (50% tax from all produced goods and unpaid labour for the lord)
- ☐ Obligation to train, acquire weapons and serve as ashigaru
- ☐ Samurai's bond of loyalty
- ☐ Free tenant's tax (24 SD in Domain Turn)
- ☐ Freeman's tax (10 GD in Domain Turn)
- ☐ Land Aristocrat's tax (75 GD in Domain Turn)
- ☐ Productor's tax (400 GD in Domain Turn)
- ☐ Licensed trader's tax (375 GD in Domain Turn)
- ☐ Vassal's/ citizen's/ client's specific obligations (..... .....)

Personality Traits, Principles, Madnesses, Pacts with Lesser Gods and Goals (maximum 10 in total)

Languages

☑ Ability to read and write

Asteanic or other mother tongue

Abilities

One with Armour
The penalty for Reflexes, Stealth Skills, and Athletics is halved. All penalties are rounded down, so a penalty of -3 applies as of -1. Additionally, the character can also rest in medium armour. The armour does not affect the character's Movement Speed or distance travelled per day.

SAKE

Equipment and Assets

Liquid Assets Carried

Liquid Assets Carried	
Banknotes of specified bank (...)	
Gold denar (GD) (400 coins = 1kg)	2
Silver denar (SD) (400 coins = 1kg)	9
Copper denar (c) (200 coins = 1kg)	
Other	

PC's home (type and description)

Items at home

Light Carrying Capacity: 32

Maximum Carrying Capacity: 56

(At Maximum Carrying Capacity Character's Movement Speed is halved and all rolls that require physical activity are rolled with -4 penalty.)

Always worn	Weight
Coins	
Grassland Bourgeois Attire	-
Documents	-
Notebook, 100 pages	0,1
Dip pen	-
Ink for 100 pages, in a glass bottle	0,2
Chainmail	12
Kodachi	1
Always worn (Weight):	13,3

Adventuring gear (armour, weapons and backpack contents)	
Backpack	0,5
Waterskin, 2 litres	2
Flint and steel	-
Hemp rope, 20 m	1
Bronze Round Shield	2
Silver Military Fork	3
Infantry Pike	5
6 Javelins	3
Blood of Oni (Heals 5 HP)	0,25

Type of steed:
Body:
HP:
DR:
Movement Speed:
Parrying (Steeds Parrying is Riders Riding skill -4 + appropriate shield):
Carrying Capacity:

Other Info

Type of pack animal: Draft horse
Body: +2
HP: 20
Movement Speed: 55
Reflexes: 0
Carrying Capacity: 140

Type of pack animal:
Body:
HP:
Movement Speed:
Reflexes:
Carrying Capacity:

Adventuring gear (armour, weapons and backpack contents)	
Adventuring gear (Weight):	16,75
Total weight of all carried equipment	~30

Equipment in the caravan (in saddle bags and/or on pack animals)	Weight
Tent, for two people	2
Sleeping bag	1
Trail rations for 6 days	6
Total weight of all equipment in caravan:	9

SAKE Game Events in the Perspective of _____

At the end of each game session write down events that your PC would consider important. Evaluate each event by how dangerous it was for the PC, did the PC use cunning, was the event unpredictable, was it likely to fail thus testing the PC, did the PC discover anything notable. PC gets one Experience Point per category.

Write up to 3 Personality Traits, Principles, Goals, Pacts with Lesser Gods or Madnesses that came up during the event. PC gets 1 EXP for each.

Event Description	Personality Traits and/ or Principles related	Acquired EXP	Event Description	Personality Traits and/ or Principles related	Acquired EXP
	_____ _____ _____	Danger: Cunning: Unpredictably: Test: Discovery:		_____ _____ _____	Danger: Cunning: Unpredictably: Test: Discovery:
	_____ _____ _____	Danger: Cunning: Unpredictably: Test: Discovery:		_____ _____ _____	Danger: Cunning: Unpredictably: Test: Discovery:
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	_____ _____ _____	Danger: Cunning: Unpredictably: Test: Discovery:		_____ _____ _____	Danger: Cunning: Unpredictably: Test: Discovery:

Sorcerer's Stats as Azure Warrior and Spellbook

SHP Current Soul HP

Reflexes

... + ... = ...
(Soul + purchased Reflexes)

Parrying

... + ... + ... = ...
(Reflexes + Astral Shield + purchased Parrying)

Movement Speed

... + ... = ...
(Base Movement Speed (as Soul instead of Speed) + purchased Movement Speed)

Spellpoints

Current Spellpoints

Astral Armour

MDR

Fighting as Azure Warrior grants you DR 20 against nonsilver and nonsoulbleed weapons.

Max amount of controlled animals

Amount of controlled animals

Max amount of controlled undead

Amount of controlled undead

When fighting as Azure Warrior:

- For Attack bonus recalculate your weapon skill using Soul Attribute.
- For Damage bonus, use Soul instead of Body.
- Soulbleed Weapons can only damage Soul Health Points.
- Soulbleed Weapons pierce all nonmagical physical protection.

Fighting as Azure Warrior grants you some special properties of Ethereal Otherworldling:

- Immunity to precision damage (Sneak Attacks and called shots)
- Immunity to poisons and diseases
- Immunity to acid and fire damage
- Immunity to electrical damage

(Type of Familiar or Guardian Spirit)

Presence or Soul ; Speed ;
Precision ; Intellect ;
Instinct

HP or SHP
Reflexes
Parrying/ Static Parrying
DR
Movement Speed

Willpower (Morale)
Spell Resistance
Attack and Damage

Important Skills and Abilities

Weapons and Special Attacks	Attack Bonus	Number of Attacks	Damage	Piercing	Range or Reach	Special Properties and/or Ammunition

Roll against	Roll against	Roll against
Spellpoint cost:	Spellpoint cost:	Spellpoint cost:

Divine Aid

Roll Channelling against 10

Spellpoint cost: 1

The priest can add 4 points to one of the following skills: Athletics, Stealth Skills, Riding, Mechanics, Metal, Stone and Woodwork or Textile and Leatherwork
Depending on the nature of the activity for which these points are needed, they last for one roll or Channelling Skill Level times 10 minutes. For activities that take longer than the spells duration but require a single roll, consider the bonus available for that single roll.
Activating this spell takes one full Action.

Divine Strength

Roll Channelling against 14

Spellpoint cost: 1

The priest gains 2 points added to a physical Attribute of their choice.
If points are added to the Body, the character temporarily gains 2 HP and their (melee) attack Damage increases by 2 points. Additionally, they gain a +2 bonus to Attack in unarmed combat (using Athletics skill).
If points are added to Speed, the character's Movement Speed increases by 4 meters. Attacks with weapons under the Speed attribute have a +2 bonus, and their Reflexes and Parrying increase by two.
If points are added to Precision, the character's Attacks with weapons under the Precision attribute increase by +2.

The added points last for Channelling Skill Level times ten minutes.

Activating this spell takes one full Action, and extending it does not take time nor a new roll, but also costs 1 Spellpoint.

Divine Strike

Roll Channelling against 14

Spellpoint cost: 1 point per Attack

If the priest has multiple Attacks in Action, they can use this spell multiple times. This spell is part of an Attack.

The priest can add 4 points of Damage to one melee Attack. This spell can only be used with melee weapons (throwing weapons count also).

The use of this spell must be declared before the Attack as the Spellpoints are lost even if the Attack fails.

Roll against

Spellpoint cost:

Roll against

Spellpoint cost:

Roll against

Spellpoint cost:

Roll against

Spellpoint cost:

Roll against

Spellpoint cost:

Roll against

Spellpoint cost:

Roll	against	
Spellpoint cost:		

Roll	against	
Spellpoint cost:		

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Spellpoint cost:		

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Spellpoint cost:		

Roll	against	
Spellpoint cost:		

Roll	against	
Spellpoint cost:		

Roll	against	
Spellpoint cost:		